Object Oriented Software Design   **ISYS1083/1084**

2018 Semester 1

Assignment 2 Rubric
Board Game (X vs Y)

30 MARKS

Presentation and Design Documents	6 marks
Additional Functional Requirements	12 marks
Design Patterns (Based on design diagrams/code)	6 marks
Code Quality	6 marks
	(maximum 30 marks)

Bonus features
Alternative Universes	2 marks
Multiple Game Rules	2 marks
	(maximum 3 marks)

Total maximum: 33 marks

Note:
> The coursework mark will be capped at 60 marks maximum.
> This includes progress marks (10) plus assignment 1 (20) plus assignment 2 (33).
> The final exam will make up the other 40 marks

Appendix A: **Code Quality Guidelines**

Avoid:

- Redundant/obvious comments that can be inferred from the source code
- Commented out code
- Dead functions
- Large classes and methods
- Data only classes
- Incorrect class hierarchy
- Duplicated code in classes and methods
- Feature envy (see lecture on refactoring)
- Inappropriate intimacy (see lecture on refactoring)
- Vertical separation (see lecture on refactoring)
- Switch statements (use polymorphism wherever possible)
- Long parameter list in methods and interfaces (use encapsulation)

Use / Allow

- Readable and maintainable code
- Meaningful and consistent naming convention
- Low Coupling between classes
- High Cohesion in classes
- Consistent indentation and spacing
- Comments that add value above the source code e.g. explaining algorithms, dependencies or reasons for design choices
- Javadoc for core interfaces/classes, especially where there is a boundary between implementation from different team members